

Rules . for .

Billiards . and .

Pool

Briggs

Electric

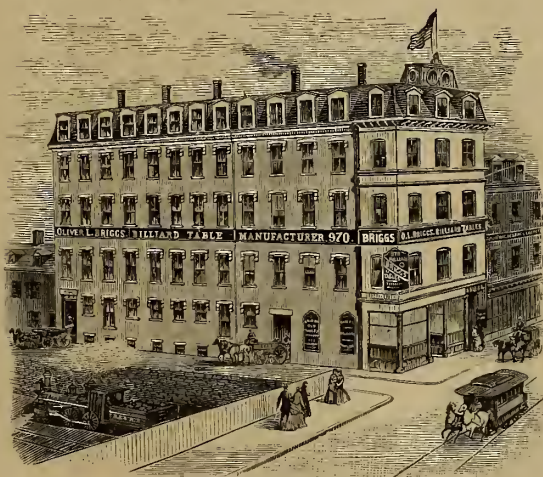
Cushions.

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BY
OLIVER L. BRIGGS & SON.

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RULES
.. FOR ..
BILLIARDS AND POOL,
AND AN
Illustrated Catalogue
.. OF ..
BRIGGS' BILLIARD TABLES
.. AND ..
BILLIARD FURNISHINGS.

Briggs, Oliver L. & Son



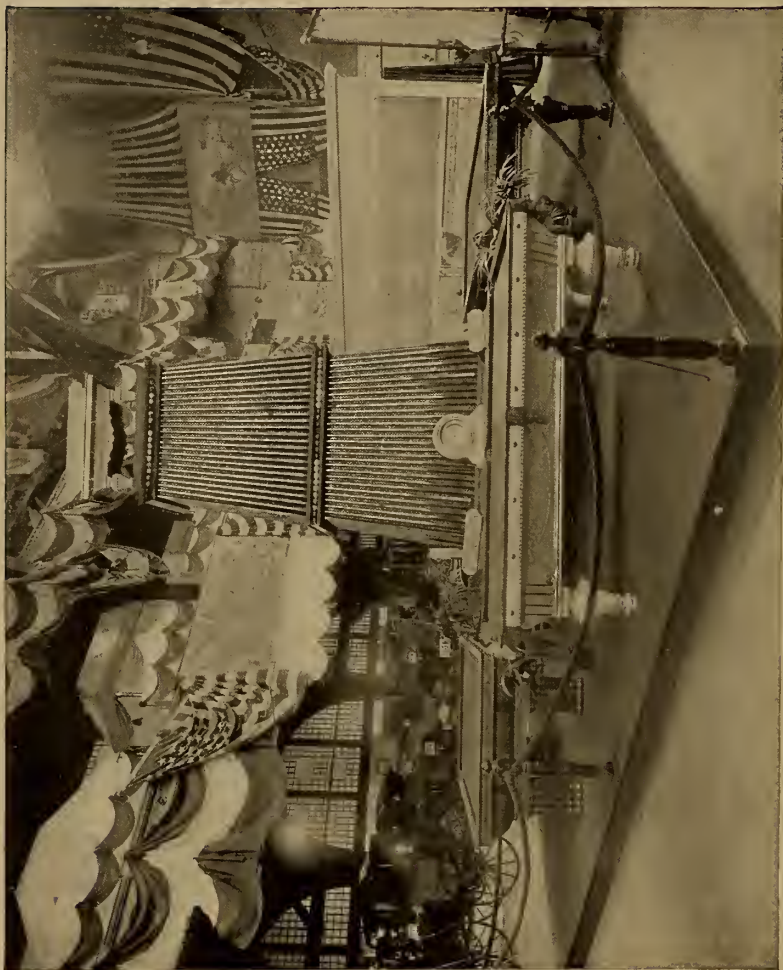
THE B. & A. BRIDGE ON WASHINGTON STREET.

Published by
OLIVER L. BRIGGS,
970 WASHINGTON STREET,
BOSTON, MASS.

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OLIVER L. BRIGGS,



FAIR EXHIBIT.

HOW TO SELECT A BILLIARD TABLE.

Every intending purchaser of a billiard table should realize that there are details in the construction which cannot be too carefully considered. The closest scrutiny and attention should be given when noting the following essential points:—

Cushion.

Compare the speed of the cushion with that of the many now offered in the market. Make the most careful investigation regarding the quality of the rubber, for this is a salient point, and see that the cushion remains the same during all climatic changes.

Cloth and Ivory.

The greatest differences in the quality of cloth and ivory will be found, and if you are not a judge of either of these materials, there is all the greater reason you should buy of a reliable and trustworthy firm.

Lumber.

See that the lumber of your table is thoroughly seasoned, and so put together that it will stand all the extremes of dryness, dampness, heat and cold. This only will be found with an experienced manufacturer, who will use close study and careful observation. A shrinkage of one-sixteenth of an inch in nine feet will ruin the playing quality of a table.

Varnish.

If you wish your table to look well after several years' service, the first varnish used must not only be good, but must be properly applied by experienced varnishers, allowing a long time between each coat for drying.

Slate.

The slates must not be too heavy, nor yet too light, and should be properly fastened, finished and supported, in order to remain "true."

Other small but important details must be left to the experience and honesty of the manufacturer.

MEDALS AWARDED TO THE BRIGGS BILLIARD TABLES.

THE STANDARD FOR NEW ENGLAND.

The BRIGGS BILLIARD TABLES have the unrivalled record of never being beaten in any competitive exhibition, although they have been entered in competition with those of all the principal firms doing business in New England.

The number of diplomas taken is too numerous to mention.

1876. THE FIRST MEDAL received was awarded in 1876.

1878. In the following exhibition of 1878, which included five billiard exhibits of the best known manufacturers in the country, the only medal awarded was given to the Briggs table.

1881. The Mechanics Fair of 1881 added another, the highest given that year.

1884. Two more medals, gold and silver, were given in 1884. A bronze medal was awarded to another firm.

1890. The 1890 medal of silver (no gold that year) was awarded for superior workmanship and finish, thus marking an era of better construction than had hitherto been deemed necessary.

1892. The medal of 1892 was awarded by the Mechanics Fair to the Electric Cushions, for being the greatest advancement ever made in billiard cushions.

1896. The exhibition of 1896, at Mechanics Hall, received the unanimous praise of all judges and visitors. A photograph will be found on the front page.

THE BRIGGS TABLES. THE HIGHEST GRADE.

Construc- tion.

We have studied the construction of billiard tables for *thirty years*. During that time, next to the cushion, more study has been given the bed than any other one part of the table. We now feel assured that our present slate bed is the best money and experience can produce.

Bed.

Oak.

In building an oak table, only the best of quartered white oak is used. Slashed or red oak, although cheaper, never enters our factory.

Repair Bills.

Our tables are built throughout by experienced workmen only, and this may account for the fact that the repair bills on a Briggs table are smaller than those of any other manufacture.

Style 28.

We include three illustrations of our best models: Style 28 — This table is made of quartered white oak and finished light or antique, to suit taste. It is fitted with Electric Cushions. The cloth and other fittings are the same as used on the more elaborate designs. All playing parts are the best that can be made.

Style 27.

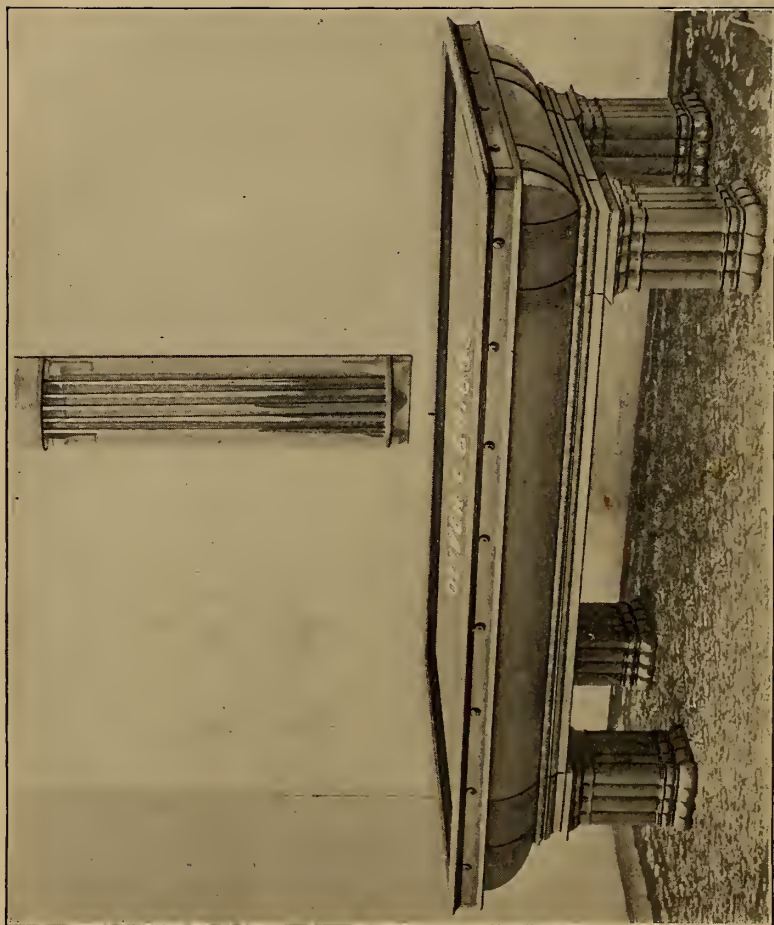
A handsome design made from solid quartered oak or San Domingo mahogany. It includes Electric Cushions and the best bed, cloth and furnishings.

Style 29.

Style 29 — Designed for residences, in quartered white oak, and is solid and substantial. Electric Cushions and the best of other fittings.

Second- Hand Tables.

Second-hand Pool Tables always in stock. Before these tables are put on sale each table is thoroughly overhauled by competent men kept for that purpose. They are sold with a complete new outfit, including cloth, balls, cues, and every article necessary for playing the game of pool.



HOW TO SET UP A TABLE.

A billiard table is carefully numbered. In setting up, place portions similarly numbered together; No. 1 at the head, the others following from right to left. Tighten the bolts and level the frame. When the frame is level, place slates in position (small holes on the edge answer for numbers), screw down perfectly level, cementing the screw holes and joints with plaster of paris, so as to make one solid, level surface. Clean all dust from the bed. Stretch the cloth tightly over the bed and tack every inch. Put the rails on according to their numbers, being careful to tighten all bolts and level. Finish by placing the "spots" in position, midway between the second diamonds on the long rails.

Frame.

Bed.

Cloth.

Rails.

ARTICLES COMPOSING THE OUTFIT FOR BILLIARD OR POOL TABLE.

BILLIARD TABLE OUTFIT.

One Cue Rack.	One Set Counters.
Twelve Cues.	Wire and Hook.
Four Ivory Billiard Balls.	Two Bridges.
Four Bridge Hooks.	Four Chalk Cups.
One Dozen Chalk.	One Cloth Cover.
One Set of Rules.	

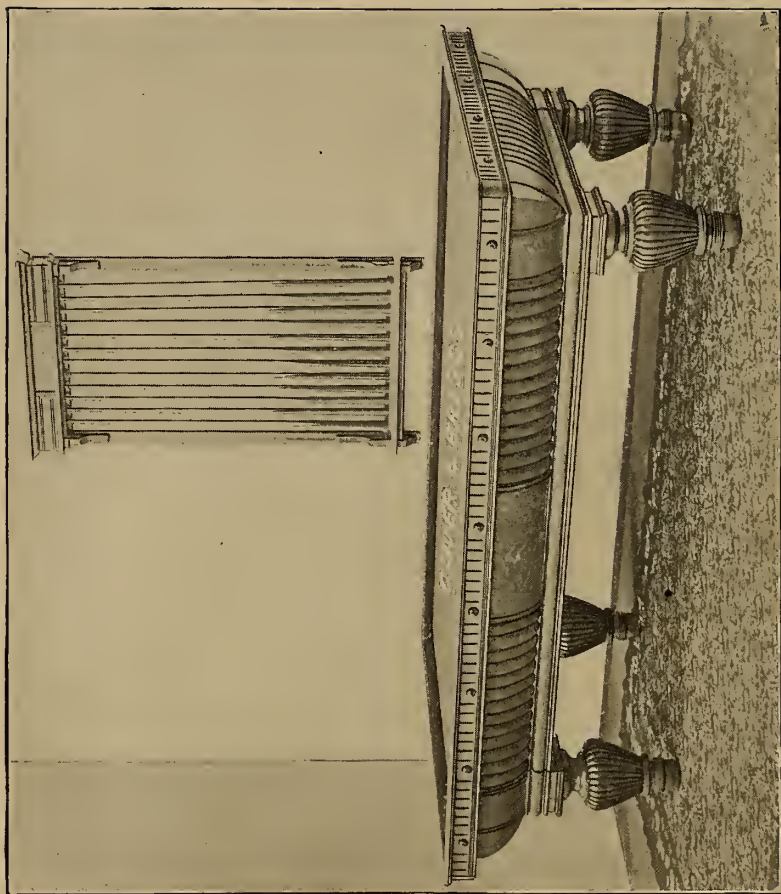
POOL TABLE OUTFIT.

One Cue Rack.	One Triangle.
One Ball Rack.	Six Chalk Cups.
Sixteen Composition Pool Balls.	Two Bridges.
One Bottle.	Twelve Cues.
Sixteen Small Balls.	Four Bridge Hooks.
One Cloth Cover.	One Dozen Chalk.
One Set of Rules.	

SPACE REQUIRED FOR A TABLE.

<i>Size of Table.</i>	<i>Size of Room.</i>
5 feet by 10 feet.	15 feet by 20 feet.
4½ " by 9 " (Standard Size)	14½ " by 19 "
4 " by 8 "	13 " by 17 "

Write for booklet on "Billiard Room at Home."



970 WASHINGTON ST., BOSTON.

THE ELECTRIC CUSHION.

(TRADE MARK.)

PATENTED 1892.

These cushions are now too well known in New England to need any detailed description. They have passed the experimental stage, and their success and popularity, in spite of their higher cost, is a proven fact. They are used exclusively on all new Briggs tables, and can be applied advantageously to any well-made table.

Electric
Cushions
for Old
Tables.

Price of Electric Cushion, \$50.

(Including New Cushion Cloths.)

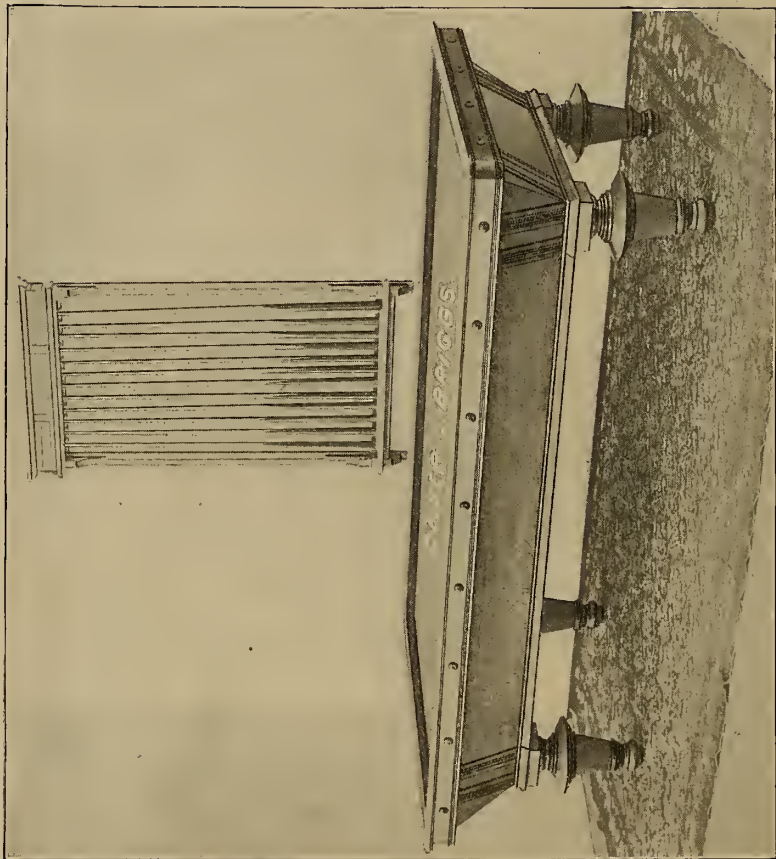


THE ELECTRIC CUSHIONS

Have absolute accuracy united with "English" taking qualities; have durability which alone more than compensates for their greater cost; can carry fine rail shots better than any other cushions; are the only cushions suitable for nursing and round table shots; give entire satisfaction; are the only correct cushions, and are guaranteed for ten years.

Advan-
tages.

OLIVER L. BRIGGS,



STYLE 28.

BALLS.

IVORY BALLS.

The scarcity of soft Zanzibar ivory in sizes large enough for billiard balls has lead to the importation of large quantities of hard ivory from Asia and the west coast of Africa. The fact that many dealers cannot detect, from its appearance, the difference between this inferior quality and the better Zanzibar ivory has lead to a large sale of the former at a slightly lower price.

The price of Zanzibar ivory constantly fluctuates, and quotations will be furnished upon application.

ELECTRIC POOL BALLS.

We have felt the necessity of securing a better composition than that sold at present in the market, and so, by special arrangement with the manufacturers of the Hyatt Pool Balls, we have had made for us solely of a new composition the "Electric Pool Balls." These balls are so made that they can be used for tournament or match games. The color is fast and will never wear off, thus obviating the necessity of recoloring.

The Electric Pool Ball can only be obtained at our factory.

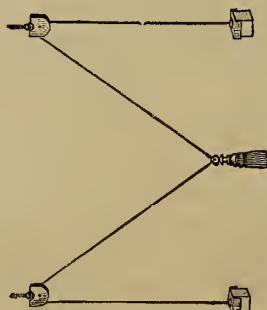
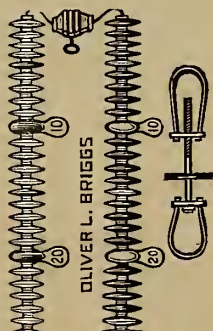
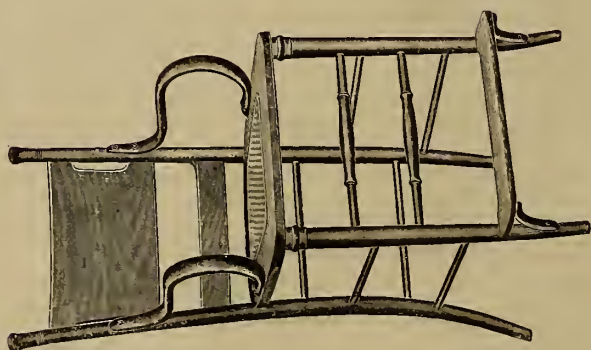
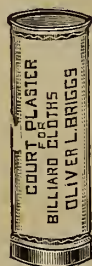
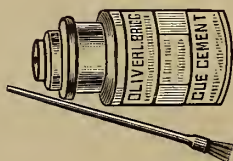
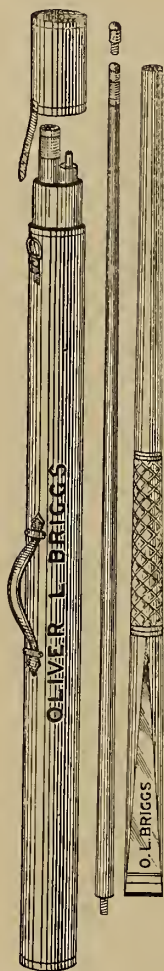
Price Electric Pool Balls, \$25.

**Small
Balls.**

Small balls are of different colors, to suit taste. Green is a novelty and very stylish.

Small Balls, set of sixteen, 50 cents.

OLIVER L. BRIGGS,



CUES.

Cue-Room. One room in our factory is entirely devoted to cues. In it you will find every design that can be furnished. The stock is constantly changing and new styles come so rapidly, the old ones are pushed to the "bargain counter" and there sold at a great discount.

Bargain Counter.

Jointing,

The jointing done in this factory has become famous for the beauty of design and skill in workmanship. Such joints are made nowhere else, and have called forth the admiration of billiard players from all parts of the world.

Billiard Room Cues, per doz., \$3, \$6, \$9, \$12, \$15.
Single Cues, from 25 cents to \$5 and \$10 each.
Jointed Cues, \$2.50 to \$10 each.
Cue Cases, \$1 to \$2.50 each.

Tournament Prizes.

We carry a large assortment of cues for tournament prizes, and will furnish three prize cues, one first, one second and one third, for \$10.

REPAIRS.

Repairs.

We employ one man to attend exclusively to cue alterations, and work sent to the factory in the morning will be returned the same night.

Special shapes or balanced cues made to order.

Cues Tipped,	5 cents each.
Cues Jointed,	\$1.50 "
Ivory Tipped,50 "
Fancy Ivory Tipped,75 "
Double Ivory Tipped,	1.00 "
Extra Shaft,	1.50 "
New Ferrule,50 "
New Screw,50 "
Bridges,50 "
Mace,50 "

All cues have either ivory or rubber butts.

TIPS.

Briggs' Own Importation.

There are many grades of tips now in the market. Briggs' Own Importation are the best money can buy.

PRICES OF BRIGGS' OWN IMPORTATION.

Oval Tops, all sizes, . . . \$1.00 per box.
 Square Tops, all sizes, . . . 1.50 " "
 M. D. Special, very large and high, 2.00 " "

Tipping.

Cues tipped at our factory, 5 cents each.

Cue Wafers are not generally used, although many speak well of them.

Tip Glue.

The Electric Tip Glue is made expressly for us for tipping cues, and can be recommended.

Cue Wafers, . . . 15 cents per box.
 Electric Tip Glue, . . . 25 cents per can.

CHALK.

Chalk.

The billiard player may choose from several varieties of chalk. Any of the following will be found good and not injurious to the cloth.

Best French Chalk, . . . 50 cents per gross.
 Electric (German), . . . \$1.00 " "
 St. Martain's (French Blue), 5.00 "

Other brands also in stock.

CLOTH.

Cloth.

There is no economy in purchasing cheap cloth. The prices quoted below are for the best qualities now offered in the market.

NO. 1.		NO. 2.	
For 4½ by 9.	For 4 by 8.	For 4½ by 9.	For 4 by 8.
Bed, \$16.00	\$15.00	Bed, \$12.00	\$11.50
Cushion, 4.50	4.00	Cushion, 3.50	3.25
Both, \$20.00	\$19.00	Both, \$15.00	\$14.00

POCKETS.

Pockets are of three kinds, worsted, leather and silk. The worsted are considered best for general use.

PRICES OF POCKETS.

Worsted Pockets,	\$2.00 per set.
Worsted Pockets, red leather and fringes,	3.00 " "
Red Leather, both kinds,50 " "
Leather Pockets,	2.00 " "
Heavy Silk Pockets,	8.00 " "
(Including fringe and leathers.)	

Court Plaster. Court Plaster of Green Silk should always be kept in the billiard room for mending torn cloth.

Court Plaster, 25 cents per box.

Bottles. The best bottles are made with leather tops, so stitched that they may be used for Bottle Pool without breaking.

Leather Bottles, 75 cents each.

Counters. Counters are sold in sets of fifty for each side.

Counters, \$2.00 per set.

Brushes. Brushes are made with bevelled ends to aid in brushing under the edge of the cushion.

Brushes, Black,	\$1.00
" Black (all bristle),	2.50
" White "	3.00

Polish. Polish Scotch, 25 cents bottle.
" " large bottle, 50 cents.

Chalk Hanger. Williams' Wire Spring, 75 cents.
(Holds one piece of chalk.)
Standard, weight in centre, 50 cents.
(Holds two pieces of chalk.)

OLIVER L. BRIGGS,

Cue Presses. There are two kinds of really good cue presses, with very little choice between them.

Cue Presses (either,) 25 cents.

Cue Cutter. Cue Cutters are used for giving a smooth surface to the cue when tipping.

Cue Cutters, 75 cents.

Triangles. The Papier Mâché Triangles are good, but the wood, when made with corner blocks and keyed, are better.

Paper Triangles, 75 cents.
Wood " \$1.00.

Billiard Clock. Billiard Clocks are used for keeping the correct time and amount owed by each table. These will be found most convenient where tables are let by the hour. They were formerly sold at \$22 each.

Time and Price Register, \$15.00

Racks. We carry in stock all kinds of Cue Racks, from a neat arrangement holding twelve cues and costing \$6.00 to one quite magnificent, with locked compartments and heavy plate glass mirror, costing \$100.

Billiard Chairs. The High Chair with Foot Rests will be found most convenient in the billiard room.

Arm Chair, wood seat and foot rest, \$30 per doz.
Arm Chair, cane seat and foot rest
(very handsome), 40 "

AMATEUR RULES

FOR

BILLIARDS AND POOL.

The publishers take this opportunity to thank the gentlemen who have kindly given their aid to the compiling of these rules. In games where several different sets of rules were found those in general use have been accepted.

THREE BALL CAROM GAME.

**Rules Governing the Amateur Billiard Championship
of the United States.**

AS PLAYED AT THE RACQUET COURT CLUB.

The Game. The Three Ball Carom Game is played with three balls, two white and one red. The billiard table has three spots in a line, dividing the table lengthwise, running from the centre of the foot cushion; one of these spots, cutting the line in two equal parts, is called the centre spot, and the other two are situated half-way between the centre spot and the head and foot cushions.

**Balls,
Where
Spotted.**

The spot at the head of the table is called the white spot, and the one at the foot of the table the red spot. The centre spot is only used when a ball forced off the table finds both red and white spots occupied. Therefore, should the white ball forced off the table have its spot occupied, it would be placed on the red spot, or on the white spot if it be the red ball that is forced off the table.

First Shot. In beginning the game the red ball and one white are placed in their respective spots; the other white remains in hand, and is placed near the white spot previous to the

opening stroke of the game. The player can take any position within six inches of the white spot on a line parallel, or nearly parallel, with the head cushion, but he must strike the red ball first before a count can be effected. Should he fail to score his opponent makes the next play.

RULES.

Stringing. **RULE 1.** The game is begun by stringing. The player who brings his ball nearer the head cushion wins the choice of balls and lead; however, should he touch either ball, or should his ball strike his opponent's ball while the latter is at rest, he loses choice and lead. The string is invalid and played over (1) when one ball has reached the lower cushion before the other has been put in motion; (2) when the balls both being in motion come in contact.

A Stroke. **RULE 2.** A carom consists of hitting both balls with the cue ball; each carom will count for one for the player. Should the player fail to touch either ball with the cue ball it is a miss, his hand is out, and one is added to his adversary's score. It is FOUL, and no count can be made (1) if a stroke is made except with the point of the cue; (2) if in making the stroke the player has less than one foot touching the floor; (3) if he strikes while any ball is in motion; (4) if he places marks of any kind upon the cloth or cushions to guide his play.

Ball off the Table. **RULE 3.** Any ball forced off the table is put back on its proper spot, the others remaining where they stop. However, should any ball be forced off after any player has counted, the count is good, the balls are spotted, and the player plays with his ball in hand. Should a ball forced off the table strike any object, and rebound back to the

table or lodge on the cushion rail, it is counted as off the table.

Push Shot.

RULE 4. If the cue is not withdrawn from the cue ball before the cue ball comes in contact with the object ball, the shot is foul, the player loses his count on that shot, and his hand is out.

**Balls
Disturbed.**

RULE 5. If the balls are disturbed through the medium of any agency other than the player himself, they must be replaced, and the player continues.

**Balls
Disturbed.**

RULE 6. If in the act of playing, or after having played successfully, the player disturbs any ball other than his own, he loses his count on that shot, his hand is out, one point is added to his adversary's score, the ball disturbed is placed back as near as possible in the position formerly occupied, the other balls remaining where they stop.

**Balls
Disturbed.**

RULE 7. Should a player touch his own ball with a cue or otherwise previous to playing, it is foul, his hand is out, and he loses one count, to be added to his adversary's score, the balls remain where they stop, or are replaced as near as possible in their former position, at the option of his opponent.

**Nearly
Frozen.**

RULE 8. When the cue ball is very near another the player shall not play without giving the referee time to see that they do not touch.

Frozen.

RULE 9. When the cue ball is in contact with another the player may, at his option, (1) spot the balls, and play with his ball in hand, or (2) play directly upon the free object ball, or (3) play at a cushion, and return upon either ball first. Should he fail to strike either ball, it is a miss (as per Rule 2).

**Wrong
Ball.**

RULE 10. Playing with the wrong ball is foul. However, should the player using

the wrong ball play more than one shot with it, he shall be entitled to finish his inning, as if he had played with his own; as soon as his hand is out the white balls must change places.

Crotch.

RULE 11. The crotch is debarred. The object balls shall be considered crotched whenever the centres of both lie within a four and a half inch square at either corner of the table. When the object balls are so within said square, three counts only will be allowed except one or both of the object balls are forced out of it. Failing in this the player's hand is out, and his opponent goes on to play with the balls in position as left by the last player.

NOTE.—The crotch is made by drawing a straight line, connecting a point on each cushion four and a half inches from the corner.

Mistakes.

RULE 12. Any one may call attention to a mistake in scoring, but no one has a right to suggest a stroke.

Referee.

RULE 13. The referee has entire control of the game and conduct of the players and spectators. Umpires are not allowed; the referee assumes their duties; players may appeal to him, but his decision is final.

BALK LINE BILLIARDS.

Four lines are drawn on the cloth at a given distance (generally 8, 10 or 14 inches) from the cushions and parallel to them. These lines make, with the cushions, eight enclosed spaces, four squares, and four rectangles. When the object balls are within any one of these eight spaces two counts only will be allowed, except one or both of the object balls are forced out of it. Failing to do this the player's hand is out, and his opponent goes on to play with the balls in position, as left by the last player. A ball

on the line shall be considered within it. The rules for play are the same as given for the Three Ball Game, Rule 11 excepted.

CUSHION CAROMS.

The game of Cushion Caroms is played by the rules given for the Three Ball Game, with the following limitations: 1. To make a counting carom the striker's ball must go to a cushion before hitting the second object ball. 2. If the player's ball is frozen to a cushion it must be played against the cushion to make it a factor in the carom. 3. A doubtful cushion carom should be decided against the striker.

THREE CUSHION CAROMS.

The game of Three Cushion Caroms is played by the rules given for Cushion Caroms and the Three Ball Game, with the following limitations: 1. To make a counting carom the striker's ball must go to at least three cushions, or to one cushion three times before striking the object ball. 2. The striker's ball being frozen to a cushion it cannot be counted as one necessary to the carom by playing directly against it.

BANK SHOT GAME.

This differs from Cushion Caroms in that the striker's ball must go to a cushion before hitting either object, and if the striker's ball is frozen to a cushion it cannot be counted as the one necessary to a carom, by playing directly against it.

KISS CAROM.

Kiss Carom is played with two white balls. A counting stroke consists in hitting the object ball twice.

TWO BALL GAME.

Two Ball Billiards is played with two white balls. A counting stroke consists in

hitting from one to three cushions according to agreement before hitting the object ball. In both this and Kiss Carom the general rules used for Three Ball Game are used.

RULES FOR CONTINUOUS POOL.

AS USED BY THE INTER CLUB LEAGUE.

The Game. The game of continuous ball pool is played with fifteen colored balls and one white ball. The latter is the cue ball, and the player plays with it from within the string at the head of the table, at the opening of the game, at any of the colored balls, and afterwards as he finds it on the table, his object to be to pocket as many of the colored balls as he can. Before commencing the game these fifteen balls are placed in the form of a triangle upon the table; a triangular frame being employed for this purpose, to insure correctness.

The string line occupies the same place on the table as it does in the four-ball carom game. Each and every ball counts one point, and the game shall consist of any given number of points to be mutually agreed upon.

RULES FOR PLAY

First Stroke. **RULE 1.** The first stroke is determined by lot; the winner having the option of playing first himself within the string at the head of the table, or obliging his opponent to play first from the same place.

RULE 2. The player who makes the opening stroke must play from within the string at the head of the table against the pyramid of object balls, and must drive at least one object ball or the cue ball to a cushion, or name the object ball he intends to pocket and the pocket, and make the shot. Should he fail to do either the balls

are to be set up again, he forfeits one point from his score, and must continue to play until he drives at least one object ball or the cue ball to a cushion, or at least one object ball into a pocket, as above. Each failure causes him to forfeit one from his score.

**Naming
Balls.**

RULE 3. Before making a stroke, except the opening stroke, the player must distinctly call the ball he intends to pocket and the pocket; unless he does so, the ball pocketed does not count for him and must be placed on the deep red spot; or if that be occupied, as near on a line below it as possible. The player loses his hand, but does not forfeit any points, and the next player plays. Should he call more than one ball he must pocket all the balls he calls; otherwise none of them can be counted for him.

Fair Stroke.

RULE 4. After the opening stroke each player must either pocket a ball, or make at least one object ball (or the cue ball, after contact with an object ball) strike a cushion, under a penalty of forfeiture of one point taken from the score.

Note to Rule 4. Should the striker pocket the cue ball during the game, and by the same stroke not drive one or more balls against a cushion, or into a pocket, he forfeits one point only for pocketing the cue ball.

**Additional
Balls
Pocketed.**

RULE 5. Should the player pocket by the same stroke more balls than he calls, he is entitled to all the balls he calls, and all the other balls pocketed by the strokes.

**Foul
Stroke.**

RULE 6. All strokes must be made with the point of the cue, otherwise they are foul. Any ball or balls pocketed on such foul stroke must be placed on the deep red spot; or if that be occupied, as near on a line below it as possible. The cue ball is to be replaced by the referee in its original position, or left as it is, where it comes to rest,

at the option of the next player. The striker loses his hand, forfeits one point, and the next player plays.

A Miss.

RULE 7. It is a miss if the player fail to hit any object ball. Should the player make two consecutive misses, except in the break, all the balls remaining shall be scored for his adversary.

**Forfeit
One Point.**

RULE 8. A forfeit of one point is deducted from the player's score for making a miss; pocketing his own ball, or forcing his own ball off the table; failing to make the opening stroke, as provided in Rule 2; failing to either make an object ball strike a cushion or go into a pocket, or the cue ball strike a cushion, as provided in Rule 4; for striking his own ball twice; for playing when any of the balls are in motion; for not having at least one foot on the floor in the act of striking; for making a stroke otherwise than with the point of the cue.

**Ball on the
String.**

RULE 9. A ball whose centre is on the string line must be regarded as within the line.

Off Table.

RULE 10. If the player pocket one or more of the object balls, and his own ball goes into a pocket or off the table from the stroke, he cannot score the balls, which must be placed on the spot known as the deep red spot, or if it be occupied, as nearly below it as possible, on a line with the spot, and the player forfeits one point from his score.

**Ball
Rebounding
on the
Table.**

RULE 11. A ball going into a pocket, and rebounding on the table, must be regarded in the same light as if it had struck a cushion, and is not be counted as a pocketed ball. It retains its place where it comes to rest upon the table. An object ball forced off the table, or forced off and rebounding from some object foreign to the table, must be replaced upon the deep red spot, or, if

that be occupied, on a line below it, and as near it as possible. If it is the cue ball it is to be regarded as being off the table and in hand. The gas fixture or other apparatus for lighting the table, when placed directly over the table, shall not be considered an object foreign to the table; should a ball, striking the fixture, rebound to the table, it must retain its position on the table where it comes to rest.

**Ball Rest-
ing on the
Cushion.**

RULE 12. A ball resting on the cushion must be regarded as off the table.

**Cue Ball in
Hand.**

RULE 13. When the cue ball is in hand the player may play from any place within the string at any object ball outside of it, but he is not allowed to play at any object ball which is within the string. Should none of the object balls be outside the string, that ball which is nearest outside should be spotted on the deep red spot, and the player may play at it.

**Touching
Cue Ball.**

RULE 14. Should the striker touch the cue ball with the point of his cue it shall be counted a stroke. Should he touch it with any other part of a cue, except the point, or with his clothing, or anything else, it is to be replaced by the referee in its original position, or left as it is where it comes to rest, at the option of the next player. The striker loses his hand, forfeits one point, and the next player plays.

**Touching
Object Ball.**

RULE 15. Should the player touch an object with the point or any part of the cue, or with his clothing or anything else, the ball so disturbed is to be replaced by the referee or game-keeper in its original position, or left where it rests, or the offending player may be compelled to play his stroke, at the option of the next player, but cannot score for the stroke. The striker loses his hand, and the next player plays.

Stroke Completed. RULE 16. A stroke cannot be regarded as completed until all balls set in motion by the stroke have come to rest.

Stroke with Moving Balls. RULE 17. A stroke made when any of the balls are in motion is foul. Should such a stroke be made the balls are either to be replaced or left as they come to rest at the option of the next player, and the next player plays. The striker loses his hand and forfeits one point.

Striking Twice. RULE 18. Should the player strike his own ball twice he forfeits one point, and the balls disturbed in consequence of the second stroke are to be replaced by the referee in the position they occupied before the first stroke, or left as they are when they come to rest, at the option of the next player. The striker loses his hand, and the next player plays.

Accidental Disturbance. RULE 19. Should any ball on the table be accidentally disturbed by any other person or cause than the player, it is to be replaced as nearly as possible in its original position, and the player may continue.

Push Shots. RULE 20. Push shots are allowed (that is, it is not necessary to withdraw the point of the cue from the cue ball before the latter touches the object ball). When the cue ball is in contact with another ball the player may play directly at the ball with which it is in contact, or directly from it; the latter play shall not be recorded as a miss, provided a cushion is struck, as specified in Rule 4.

Player in Hand. RULE 21. When the player is in hand, should he play at any ball that is within the string line, or if, when in hand, he plays from any position not within the string line without being checked previous to the stroke being made, any score he may make from such stroke he is entitled to; but if he is

checked before making the stroke and then makes it, it does not count for him, his hand is out and the next player plays; all balls disturbed by the stroke must be replaced or left as they are, at the option of the next player.

Note to Rule 21. As it is difficult to decide when a ball is in or out the string, when looking at it from a distance away from the table or from the line of the string, it would not be just, under such circumstances, to impose a penalty on the player; and further, if the opposing player, or his umpire, detect the striker so playing, it is better to check the striker by calling time than to warn or prompt him by calling the attention of the referee to the matter.

**One Foot
On Floor.**

RULE 22. It is foul, and the striker forfeits one point if, while in the act of striking, he has not at least one foot on the floor.

**Ball
Touched
After
Stroke.**

RULE 23. Should the striker, by a clear, fair stroke of the cue pocket a ball, and after the stroke, move, touch or foul one or more of the object balls, he is entitled to the pocketed ball, and loses his hand because of the foul, but, as in Rule 15, the ball or balls so disturbed are to be replaced by the referee or game-keeper in the original position, or left where it or they rest, or the offending player may be compelled to play another stroke at the option of the next player, but cannot score for the stroke, and the next player plays.

**Moving
Without
Cause.**

RULE 24. Should a ball that has come to a standstill move without apparent cause while the player is preparing to strike, it must be replaced. Should it move before he can stop his stroke, it and all the other balls set in motion by the stroke, must be replaced, and the player shall repeat his stroke, inasmuch as but for the moving of the ball he might have counted where he missed, or missed where he counted.

Umpire.

RULE 25. It is the duty of each player

or his umpire to protect the player's interest at the time a scratch, forfeit or error is made. Interference with the score as recorded by the pool-keeper cannot be permitted, unless with the full consent of all the players in the game.

Referee. **RULE 26.** The decision of the referee is final.

Adopted by the Committee, October, 1891.

PYRAMID POOL.

The game of Pyramid Pool should be played by the rules governing Continuous Pool, but with the following differences: 1. Each ball pocketed is put in the rack to the credit of the player pocketing it. At the end of the triangle the one getting the least number of balls to his credit loses. 2. When in Continuous Pool points are forfeited in Pyramid Pool balls are spotted, but not more than one ball shall be forfeited at one time for one shot. 3. The cue ball and an object ball both being pocketed by the same shot, only one object ball shall be spotted. 4. A player forfeiting a ball and having none in the rack shall spot the first he gets.

RULES FOR BOTTLE POOL.

**Authori-
ties.**

A special committee of the Boston Athletic Association, consisting of members of the Algonquin, Boston Athletic Association, Country, Hull Yacht, Massachusetts Yacht, Puritan, and Somerset Clubs, frame the following rules for the game of Bottle Pool, and in so doing they recognize the fact that the game is mainly one of chance, and the rules are made on that basis.

The Game. **RULE 1.** The game shall be played on a pool table, with two plain red balls, a white ball called the cue ball, and leather bottle, such as is used for the game of pool.

RULE 2. The bottle is placed in the centre of the table, standing on its mouth.

The two red balls are placed on the regular spots on the table, as in billiards.

Opening. RULE 3. The opening shot shall be played from within the string upon the red ball on the lower spot.

Scoring. RULE 4. The game consists of thirty-one points, and is scored in the following manner: —

A carom on the two red balls counts one.

Pocketing one red ball counts one.

Pocketing two red balls counts two.

A carom and pocketing one red ball counts two.

A carom and pocketing two red balls counts three.

Knocking the bottle down by a carom counts five.

Knocking the bottle down with an object ball counts five.

Pocketing one red ball and knocking the bottle down counts six.

A carom and knocking the bottle down counts six.

Pocketing two red balls and knocking the bottle down counts seven.

A carom, pocketing one red ball, and knocking the bottle down, counts seven.

A carom, pocketing two red balls, and knocking the bottle down, counts eight.

Turning the bottle completely over on its base is game at any stage of the play, unless on the same stroke the white ball goes in the pocket or is knocked off the table, or a foul is committed.

Knocking the bottle on to the floor counts game for the opponent at any stage of the play, except when three or more are playing,

in which case it rules the player out of the game.

Order of Play.

RULE 5. The order of play shall be decided by lot.

If the player fails to hit the object ball on the opening shot, the turn passes to the next, who shall play from where the ball comes to rest.

RULE 6. There shall be no minus score.

Pocketing the white ball in any event, a miss, or a foul, counts five off the score.

Forfeits.

Should a player pocket the white ball twice in succession, without touching either of the object balls, he forfeits the game.

It is a foul whenever a player touches any ball or the bottle with the cue or any part of the person.

Any score made on a foul, or when the white ball is pocketed, shall not count in the player's favor.

If the bottle is knocked down by the cue ball before hitting an object ball, it loses five for the player.

Bottle.

RULE 7. When the bottle is knocked down, it is to be spotted, if possible, where it comes to rest on the table; otherwise it must be placed in the centre of the table.

When the bottle, in any way, shape or manner, rests upon a cushion, or is in or over a pocket, it counts five for the player, and shall be placed in the centre of the table.

Whenever it is necessary to place the bottle on the centre spot, and the centre spot is covered, the balls are placed as at the beginning of the game, the cue ball being in hand.

A bottle standing squarely on its mouth or on its base, and touching the cushion, is not to be considered as resting on the cushion.

Balls.

When both object balls are within the string, and the cue ball is in hand, the play must be out of the string.

When either red ball is pocketed or driven off the table, it shall be placed, if possible, on the lower spot; otherwise, on the upper. Should it so happen that both spots are covered, the balls and bottle are placed as at the beginning of the game, the cue ball being in hand.

The white ball knocked off the table counts the same as if pocketed.

A red ball knocked off the table is spotted, and if on the shot a count is made, the player continues.

Over 31. **RULE 8.** It is the duty of every player to watch his own score, and if at any time he exceeds thirty-one points, he shall start anew. His turn passes to the next player.

Validity of a Foul. A foul to be valid must be claimed by an opponent, and in case of disagreement it shall be subject to appeal. A miss renders the stroke void.

Push Shot. Push shots are allowed.

One Foot on Floor. It is a foul if the player has not at least one foot on the floor in the act of striking.

Two penalties cannot be exacted for the same stroke.

Additional Rules. **RULE 9.** When not conflicting with the above, the general rules for Continuous Pool shall govern.

Adopted January, 1892.

IMPROVED RULES FOR FORTY-ONE (FIFTEEN BALL) POOL.

AS USED BY WILLIAM P. MARSHALL.

Each Player Two Balls. **RULE 1.** Give to each player two small balls, one of which is returned to determine the order of playing. The other is retained to count from, no one else knowing its number.

Counting. **RULE 2.** Each player plays in turn, one shot to an inning, counting all the balls he may get on that shot, the number on them

being added to the number of his small ball. Should a player play out of turn, he cannot score, but is subject to losses, and loses his turn to play unless he is called to play by table-keeper, when the balls will be replaced, and he takes his proper turn, subject to no loss.

“ 41.”

RULE 3. When exactly 41 is made the player or game-keeper declares pool, and the player the most distant from 41 is defeated. Should 41 fail to be declared before the next play is made it must be withheld till it is his turn to play again. He must then spot a ball before playing, but is entitled to a new small ball.

“ Pool.”

RULE 4. Pool is also declared when all the balls are pocketed from the table. The nearest to 41 is the winner, the most distant is the loser. Also when there is no ball on the table wanted and no one will spot.

Scratch.

RULE 5. A miss, or pocketing the white ball, or jumping the white ball from the table, is a scratch, and the player so doing owes a ball to the table, besides what he may have scored on that shot. If he has more than one ball in his rack he can spot the one he prefers; if he has none spot the first one holed. If he pockets more than one on his next shot he can spot the one he chooses.

“ Burst.”

RULE 6. If a player gets more than 41 it is a burst, and all the balls he has scored must be spotted; the last holed the nearest in the rear of the spot, and so on. In such cases he can have a new small ball if he chooses. In case of a burst, by getting two or more balls on a shot, spot the larger (made on that shot) first, and so on.

Safety.

RULE 7. In playing for safety a player must cause the white ball to go to the cushion

before or after hitting a ball; failing to do so is a scratch.

Miscellaneous.

RULE 8. A player having no ball in his rack is worse off than one with a ball, regardless of the number of the small ball he may have, and a player owing a ball is still worse off. A player making a burst and not declaring it must be credited with no ball.

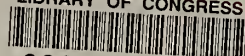
Other Balls.

All rules governing the American game of billiards, and not conflicting with the above, apply to this game; push shots only excepted.

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